IN THE CLAIMS:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An information processing system, comprising:

means for producing a computer image that prompts a player to virtually touch a predetermined plurality of touch points in a predetermined order;

means for accepting input of a video image of the player picked up by image pickup means;

display control means for superimposing the video image and the computer image on one another and causing a display device to display a superimposed image;

means for analyzing the video image during display of the computer image and detecting a virtual touch to any of the plurality of touch points; and

means for executing predetermined processing only when the detecting means detects that the virtual touches that are have been made to thea predetermined number of touch points in a the predetermined order.

2. (Original) The information processing system according to claim 1, wherein the detecting means detects the virtual touch when an object having a specific color and worn by the player within the video image overlaps any one of the plurality of touch points within the computer image.

3. (Currently Amended) The information processing system according to claim 1, wherein:

the image producing means sequentially produces <u>predetermined</u> computer images including <u>predetermined</u> navigation information indicating <u>a predetermined</u> one touch point to be touched next; and

the means for executing predetermined processing executes the predetermined processing <u>only</u> when the detecting means detects that the virtual touches have been made for the respective <u>predetermined</u> computer images including the <u>predetermined</u> navigation information that is sequentially produced.

4. (Currently Amended) The information processing system according to claim 1, wherein:

the image producing means sequentially produces <u>predetermined</u> computer images each indicating two<u>predetermined</u> touch points to be touched next; and

the means for executing predetermined processing executes the predetermined processing <u>only</u> when the detecting means detects that the virtual touches have been made simultaneously on the <u>predetermined</u> two touch points for the respective computer images including the <u>predetermined</u> navigation information that is sequentially produced.

5. (Currently Amended) The information processing system according to claim 1, wherein:

the image producing means produce the<u>predetermined</u> computer image including <u>predetermined</u> navigation information indicating ~~an~~ <u>the predetermined</u> order of touches to be made to the touch points; and

the means for executing predetermined processing executes the predetermined processing only when the detecting means detects that the virtual touches have been made according to the predetermined navigation.

6. (Currently Amended) An entertainment system, comprising;

means for producing a computer image including an image for specifying a plurality of areas;

means for accepting input of a video image picked up by image pickup means;

display control means for superimposing the video image and the computer image on one another and causing a display device to display a superimposed image; and

means for analyzing the video image by referring to the computer image, wherein:

the image producing means selects one area of the plurality of areas in a predetermined order, and in the predetermined sequence sequentially produces a plurality of images each of which prompts the input in a predetermined manner and is obtained by displaying the selected area in a manner visually different from others;

the analyzing means analyzes the video image when each of the plurality of images, that prompts the input in a predetermined manner, is displayed, and detects that an area of the video image, corresponding to the pre-selected area displayed in the manner visually different from others, includes a predetermined image; and

a predetermined function is executed only when production of the image that prompts the input, and the detection that the corresponding area includes the predetermined image, are performed a predetermined number of times.

7. (Currently Amended) An information processing system input accepting method, comprising:

producing a computer image that prompts a player to virtually touch a predetermined plurality of touch points in a predetermined order;

accepting input of a video image of the player picked up by image pickup means;

analyzing the video image while superimposing the video image and the computer image on one another and causing a display device to display a Ssuperimposed image, and sequentially detecting virtual touches to any of the plurality of touch points; and

accepting the virtual touches as predetermined input only when athe predetermined number of touch points are touched in athe predetermined order by the virtual touches.

8. (Currently Amended) A recording medium on which a computer program for accepting input is recorded, the computer program causing a computer to execute processing of:

producing a computer image that prompts a player to virtually touch a predetermined plurality of touch points in a predetermined order;

accepting an input of a video image of the player picked up by image pickup means;

analyzing the video image while superimposing the video image and the computer image on one another and causing a display device to display a superimposed image, and sequentially detecting virtual touches to any of the plurality of touch points; and

accepting the virtual touches as predetermined input only when athe predetermined number of touch points are touched in athe predetermined order by the virtual touches.

9. (Currently Amended) An information processing system, comprising;

means for producing a computer image that prompts a player to virtually touch a predetermined plurality of touch points in a predetermined order;

means for accepting an input of a video image of the player picked up by image pickup means;

display control means for superimposing the video image and the computer image on one another and causing a display device to display a superimposed image;

means for analyzing the video image during display of the computer image and detecting virtual touches to any of the plurality of touch points; and

object displaying means for displaying, only when the detecting means detects the virtual touches that are made sequentially to ~~a~~the predetermined number of touch points in ~~a~~the predetermined order, an object that connects the touch points sequentially subjected to the virtual touches.

10. (Original) The information processing system according to claim 9, wherein when a virtual touch is made to any one of the touch points, the object displaying means displays the object that connects to another touch point previously subjected to the virtual touch.

11. (Currently Amended) The information processing system according to claim 9, wherein when the virtual touches are made to ~~a~~ the predetermined number of touch points in ~~a~~ the predetermined order, the object displaying means displays the object that connects the touch points sequentially subjected to the virtual touches.

12. (Original) The information processing system according to claim 9, wherein the object that connects the touch points comprises a line imitating light.

13. (Currently Amended) A recording medium on which a computer program for accepting an input is recorded, the computer program causing a computer to function as:

means for producing a computer image that shows a player a <u>predetermined</u> plurality of touch points to be virtually touched<u> in a predetermined order</u>;

means for accepting input of a video image of the player picked up by image pickup means;

display control means for superimposing the video image and the computer image on one another and causing a display device to display a superimposed image;

means for analyzing the video image during display of the computer image and detecting virtual touches to any of the plurality of touch points; and

object displaying means for displaying, <u>only</u> when the detecting means detects the virtual touches that are made sequentially on a<u> the predetermined</u> plurality of touch points, an object that connects the touch points sequentially subjected to the virtual touches<u> in the predetermined order</u>.

14. (Currently Amended) An input interface controlling method for an information processor having a computer image producing part, an image input part, a superimposed image producing part, and a determining part, the method comprising the steps of:

producing, by the computer image producing part, a computer image that shows a player a <u>predetermined</u> plurality of touch points to be virtually touched <u>in a predetermined order</u>;

accepting, by the image input part, an input of a video image of the player picked up by image pickup means;

superimposing, by the superimposed image producing part, the video image and the computer image on one another and causing a display device to display a superimposed image;

analyzing, by the determining part, the video image during display of the computer image and detecting virtual touches to any of the plurality of touch points; and

displaying, by the computer image producing part, <u>only</u> when the virtual touches are detected to have been made sequentially on a<u>the predetermined</u> plurality of touch points, an object that connects the touch points sequentially subjected to the virtual touches <u>in the predetermined order</u>.